Bounceoids

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Great Bouncing Boulders, It's ...
BOUNCEOIDS

Where do they come from? What do they mean? You'll leave those questions to the scientists. Your duty is clear: DESTROY! Utilizing your newly issued class 4 annihilator, you must reduce the massive BOUNCEOID BOULDERS to cosmic dust! BEWARE! They bounce off of walls like giant pool balls, and the smallest touch means instant death! And as an added complication, terrible shaking bugs come slithering out of null space to crunch you into bug lunch! If you can prove yourself worthy, you will be challenged by the mysterious alien invaders in a nerve grinding test of incredible coordination and targeting skills. Will you survive?

Directions: Press <CLEAR><BREAK> to end game. Press <Q> in response to "*How many players*?" to return to DOS. The sound of the shield indicates its strength. <'s shows ships left. Every 10,000 points gives a free ship and increases the skill level. At every 20,000 points comes the Challenge stage. All aliens hit is a BONUS!

Action	Keyboard	Joystick
Rotate right	T or Right arrow	Press right
Rotate left	R or Left arrow	Press left
Thrust	O or Up arrow	Press forward
Fire	P or Down arrow	Press button
Shield	<SPACEBAR>	Pull back

Note: This disk boots up on a Model I, III, or 4 (in III mode). It transfers the file(s) to TRSDOS 2.3 or TRSDOS 1.3. If you are using LDOS, DOSPLUS, or other compatible DOS, just do a DIR and then COPY the file(s) over to a diskette formatted by your DOS. For NEWDOS80, first generate a TRSDOS disk, then use normal methods employed by NEWDOS for converting files from TRSDOS disks.